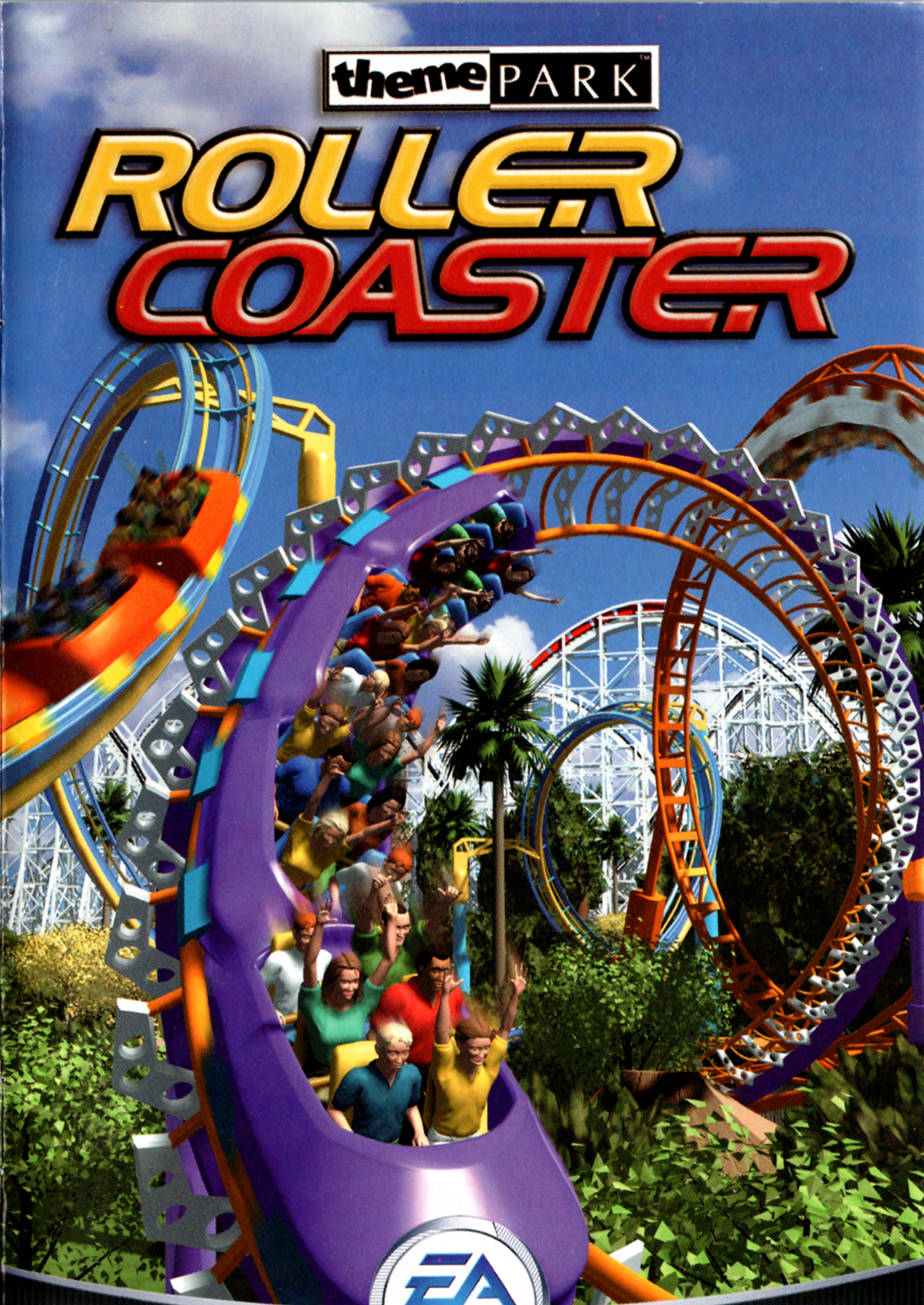
themePARK™ ROLLER COASTER



EVERYONE
E
CONTENT RATED BY ESRB

EA GAMES™

BULLFROG™
PRODUCTIONS LTD

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the Controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

themePARK™ ROLLER COASTER

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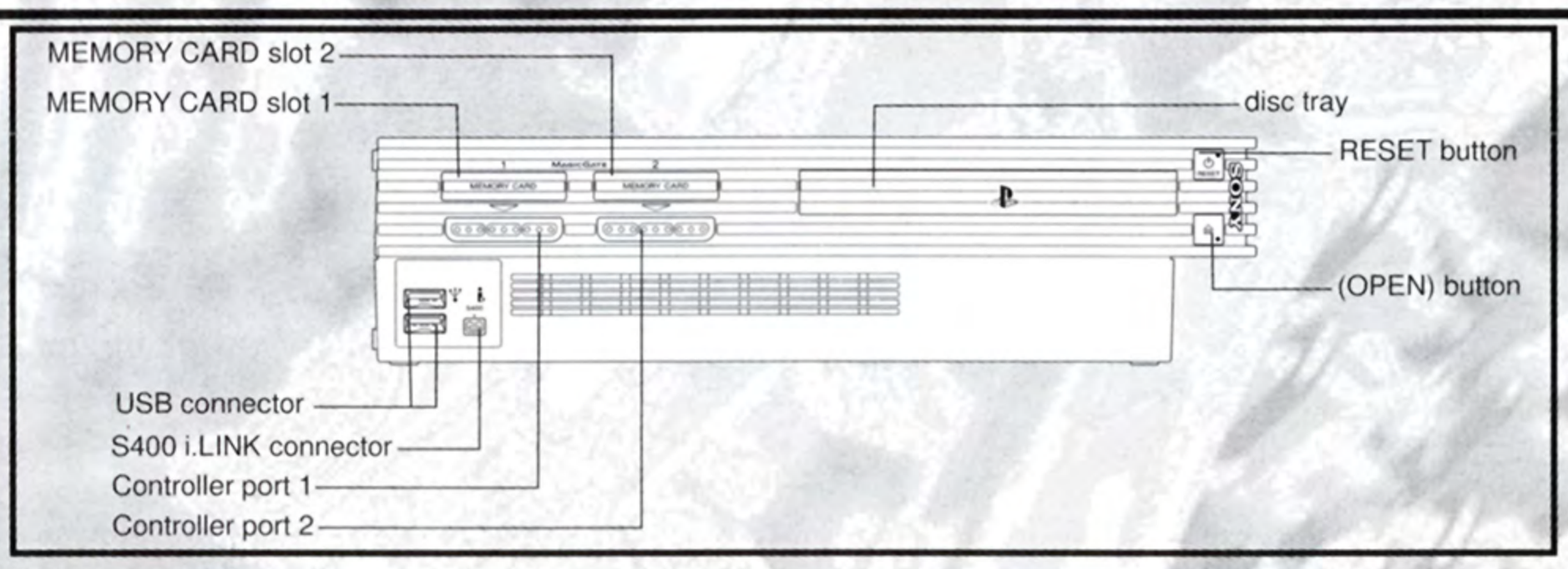
GETTING STARTED

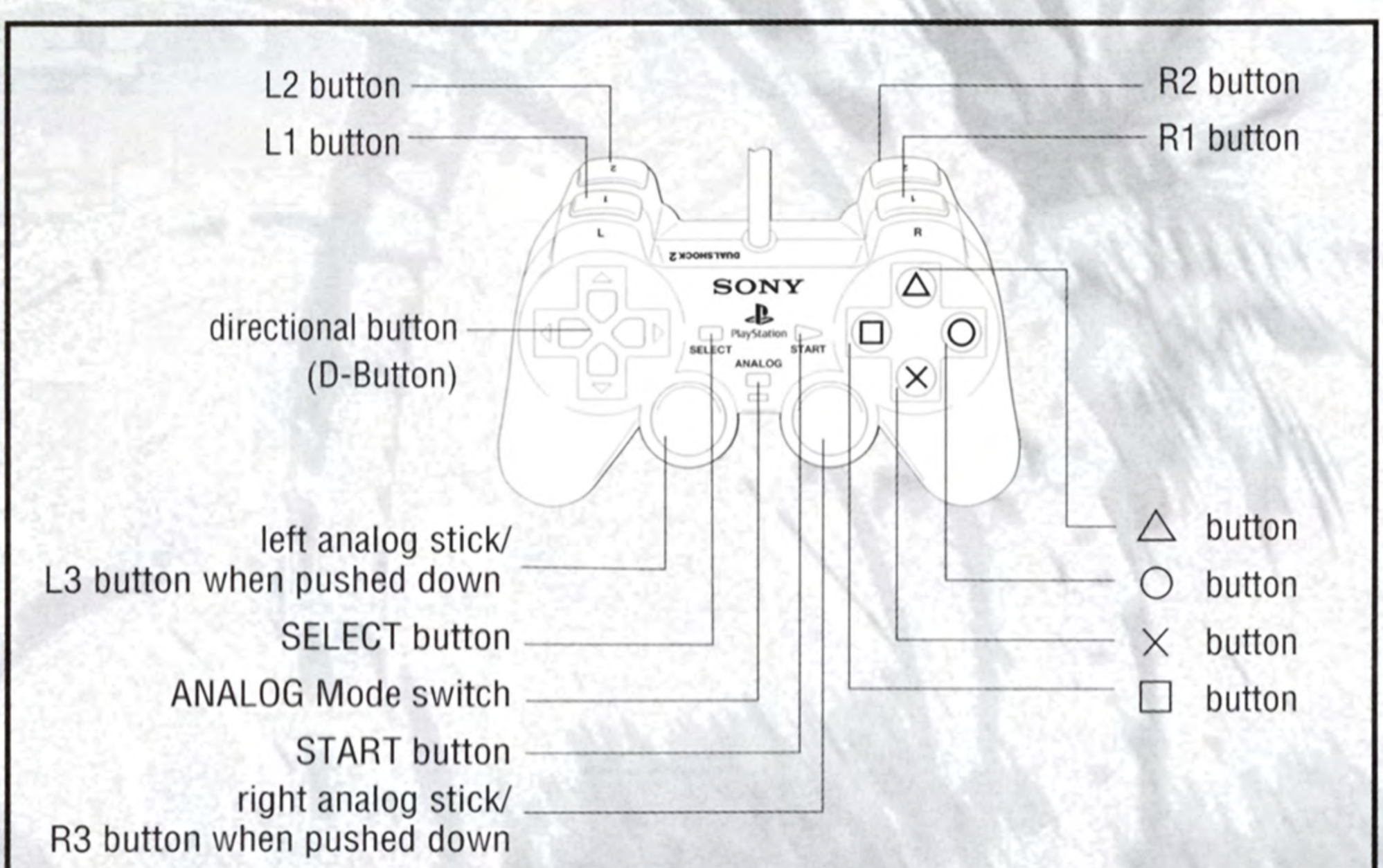
PlayStation 2 console



1. Set up your PlayStation 2 console according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *Theme Park™ Roller Coaster* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow the on-screen instructions and refer to this manual for information on using *Theme Park Roller Coaster*.

COMMAND REFERENCE

DUALSHOCK™ 2 analog controller Configurations



MENU CONTROLS

Highlight menu items	D-Button/left analog stick ↕
Cycle choices/Move sliders	D-Button/left analog stick ↔
Choose/Go to next screen	✖
Return to previous screen	▲

■ For a more detailed list of commands. (➤ *Complete Game Controls* on p. 4.)

COMPLETE GAME CONTROLS

CONTEXT SENSITIVE CONTROL SUMMARY

For *Theme Park Roller Coaster*, we've developed a 'context sensitive' control summary that is always present on-screen. Simply put, the controls change depending on what you are doing or what is highlighted!

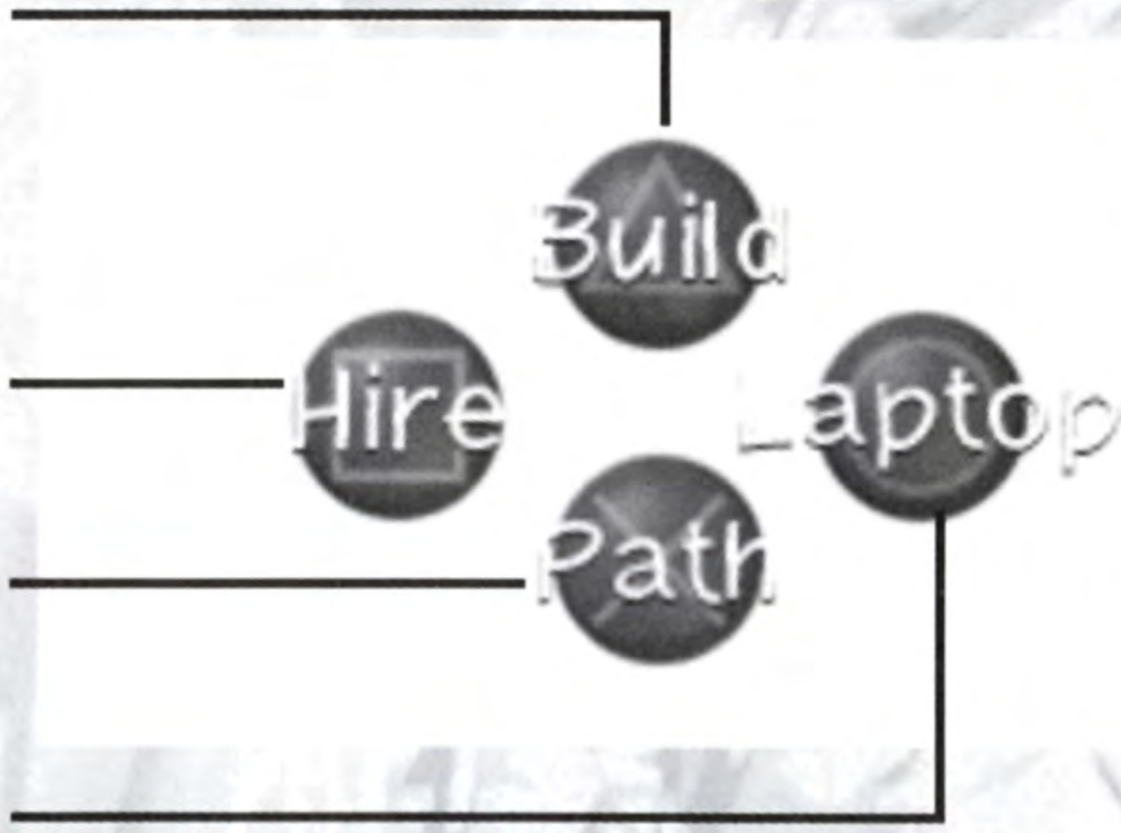
Here's how the Control Summary looks when the tutorial finishes and the Main game begins:

Press the ▲ button to build Rides, Shops and other features (➤ Building a Basic Ride on p. 9)

Press the ■ button to hire staff (➤ Hiring Staff on p. 11)

Press the ✖ button to lay down path (➤ Laying a Path on P. 8)

Press the ● button to open the Laptop (➤ The Laptop on p. 15)



This manual uses the terms as they appear on-screen. While you may be used to seeing ✖ or ▲ in a manual, it's more likely to be "choose PATH" or "choose BUILD."

■ All on-screen controls described in the manual are UPPER CASE.

OTHER CONTROLS

Move	D-Button / left analog stick
Rotate view clockwise	**L1**
Rotate view counterclockwise	**R1**
Zoom In/Out	right analog stick ↕
Pan In/Out	right analog stick ↔
Reset View	**SELECT**
View messages	**L2**
Enter/Exit Camcorder mode	**R2** (➤ *Camcorder Mode* on p. 23.)
Pause/Un-pause Game	**START**

NOTE: In most cases, the left analog stick replicates all movements of the D-Button – use whichever you prefer.

INTRODUCTION

Ladies and gentleman, children of all ages, step right up and enjoy the most exciting theme park you can imagine! It's the most exciting theme park you can imagine because you create it. This is your chance to design the most hair-raising, stomach-turning roller coasters anywhere. But a successful theme park is not only based on bone-chilling rides. Manage your budget to design shops, sideshows, and other attractions. Develop a staff to run the park and create a break room to keep them happy. You must also provide restaurants and bathrooms for your visitors. If you get tired of being the boss, take a ride on one of your roller coasters, visit a shop, play a mini-game or just take a walk through the park. Keep your customers and staff happy and ticket sales will soar.

KEY FEATURES:

- Experience high-impact, high-resolution graphics and superior color depth.
- Watch three dimensional park visitors react with realistic expressions created using skeletal and facial animation systems.
- Hear the commotion of the crowd, children laughing, and wind produced by the motion of your ride.
- Play interactive sideshows, and jump on white-knuckle rides, including the most spine-tingling roller coaster you can create!
- Learn from the Theme Park Advisor as you progress. He constantly provides you with updates and information on new rides and events.
- Use the player-friendly interface designed specifically for the DUALSHOCK™ 2 analog controller to create mind-blowing rides and theme parks.

FOR MORE INFO about this and other titles, check out EA GAMES™ on the web at www.eagames.com.

SETTING UP THE GAME

Now learn how to design a theme park that will entertain your customers and fill your pockets with cash.

MAIN MENU

From the Main menu, you can choose to play a game or adjust game play options.

NEW GAME	Highlight and choose to play the main game.
LOAD GAME	Load a previously saved game from a MEMORY CARD (8MB)(for Playstation2). (➤ *Saving and Loading* on p. 23.)
OPTIONS	View Main Options menu to adjust various options.
MUSIC	Press the D-Button ↔ to adjust the background music.
SFX	Press the D-Button ↔ to adjust the sounds of the game.
TUTORIAL	Press ✖ to toggle the Advisor's helpful comments **ON**/OFF.
EXIT	Press ✖ to return to the previous menu.

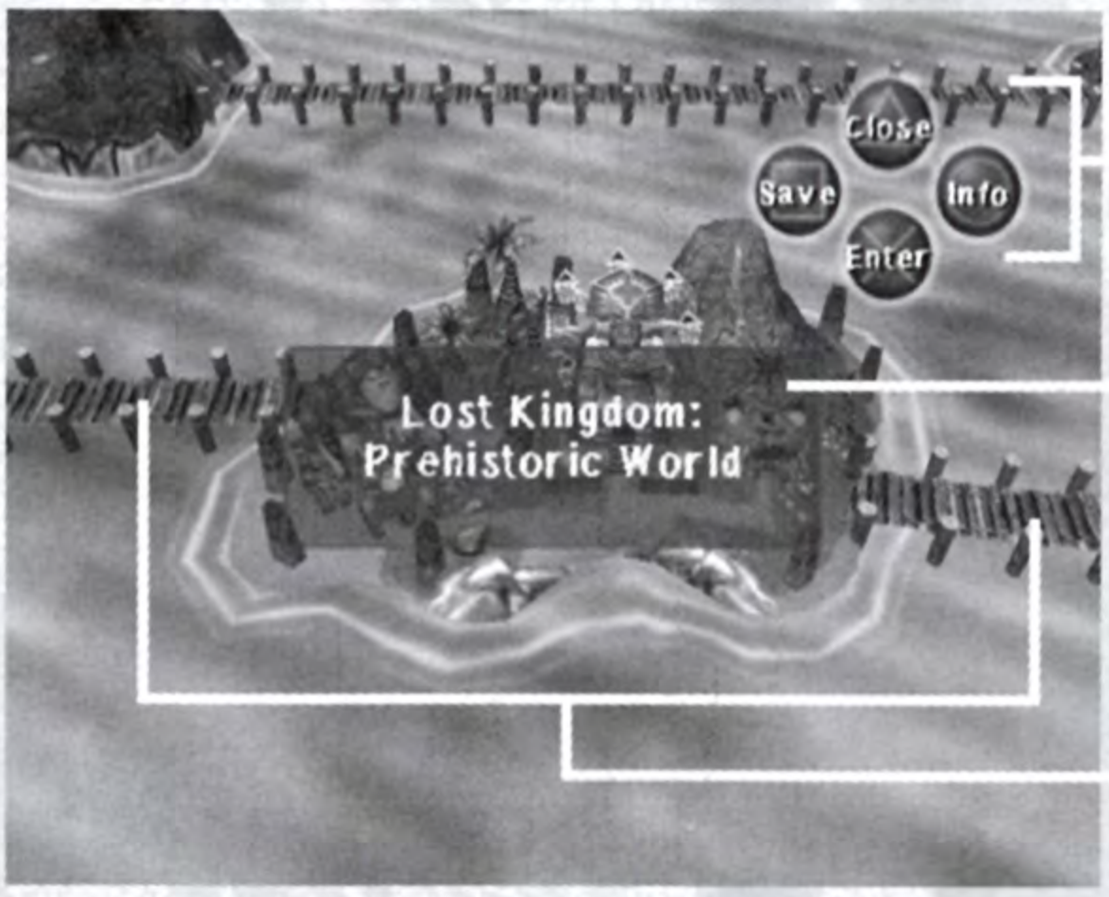
♦ To highlight an option, press the D-Button ↕.

♦ To choose an option, press ✖.

NOTE: Default options are listed in **bold** type.

THE MAP SCREEN

This is where your progress is recorded. When you begin, you only have one choice – LOST KINGDOM: PREHISTORIC WORLD. Later, as you achieve your goals and win Gold Tickets, 7 other islands of *Theme Park Roller Coaster* open up to you.



♦ Choose ENTER to begin the game.

♦ Press the D-Button to move to other Islands (unavailable until you win Gold Tickets).

♦ Choose SAVE to save your progress.

♦ Choose CLOSE to delete the selected park.

♦ Choose INFO to see Gold ticket information

NOTE: Until you have won at least one Gold Ticket only one island is accessible. (➤ *Winning Gold Tickets* on p. 16.)

BUILDING YOUR FIRST PARK

Use the following sections to build a small park and get your foot on the first rung of theme park management. All the basics are outlined in the following section. If you want more information, the Advisor can offer helpful advice and tips.

THE ADVISOR

Hello! I'm the Advisor and I'm here to help you out when things get a little tricky. Whenever you start to do something new, I'll be there to let you know exactly how to do it! Since you're likely to be rather busy, I'll also send you messages and tips, so you're never left in the dark.

- Check your messages regularly or you'll find it much more difficult to achieve your goals.

REVIEWING YOUR MESSAGES

Information Message

Tutorial or Event Message

- Press **L2** to view your messages. Only four tabs appear on screen at any one time. The total number of messages are displayed in the bottom left corner of the screen.
- Use the D-Button ↕ to scroll through other messages.
- When you've read a message, choose CLOSE to exit messages or choose DELETE to permanently remove the message you're looking at.

REVIEWING TUTORIAL MESSAGES

All Tutorial Messages can be replayed again so don't worry about missing them first time around. When reviewing a Tutorial Message, an extra option, REPLAY, is activated on the control summary.

Choose REPLAY to listen to the Advisor run through the tip again.

- Choose CANCEL to stop the Advisor's tutorial chatter.
- To turn Tutorial Messages OFF, choose GAME OPTIONS from the LAPTOP menu then highlight TUTORIAL ON. Choose SELECT to toggle the tutorial OFF.

LAYING A PATH

First off, a thriving park requires a good infrastructure… OK, I'll put it another way; without paths your customers and staff can't walk around your theme park. So, you'd better learn how to lay down some path.

1. Choose PATH to enter Path mode. The blueprint appears, indicating the area that will become path if you choose PLACE.
2. Move the blueprint to the square you want the path to start and choose PLACE to lock it.
3. Now, use the D-Button to drag out the blueprint. The cost of the section of path you are about to lay appears in the top left corner of the screen.

NOTE: When the blueprint is blue, path can be laid in the selected area. If the blueprint turns red, re-position the path until it turns blue.

4. When you are happy with the path blueprint, choose PLACE to lay the path.

NOTE: You are still in Path mode at this time.

EXITING PATH MODE

There are two ways to get out of Path mode:

1. If you drag your path blueprint over some other path, the 'Link' icon appears.

2. Now, choose PLACE to exit Path mode.

Choose CANCEL to exit Path mode at any time.

REMOVING PATH

- To remove previously laid path:

1. Choose PATH to enter Path mode and choose PLACE to lock the start point. Then, drag the blueprint over the path you want to delete.

2. Now, choose DELETE to erase any path under the blueprint and choose CANCEL to exit Path mode.

BUILDING A BASIC RIDE

Now that you've laid down a solid path, you'll need some features to attract visitors to your park. How about installing a basic ride?

NOTE: If you want to build more complex rides such as roller coasters and track rides ➤ *Building a Roller Coaster or Log Flume* on p. 16 and *Building a Track Ride* on p. 14.

CHOOSING A RIDE

1. Choose BUILD and the Stock List appears.
2. Highlight RIDES and choose SELECT. The Rides menu appears.
3. Press the D-Button ↕ to view each of the available rides, then Choose SELECT to choose a ride.
4. A blueprint of the ride appears.

NOTE: The Stock List shows how many of each item you can create in your park.

PLACING A RIDE

1. Now you can see a blueprint of the ride. Press the D-button to move the blueprint to the area you want to place it.

To rotate the blueprint, choose ROTATE.

- Remember to leave enough space for a line – you don't want the paths of your park cluttered with kids!

2. When you are happy with the position of the blueprint, choose PLACE. The ride appears and the line blueprint activates. You should now lay down a line.

NOTE: As with path, a blue ride blueprint indicates the current position is OK, while red indicates you cannot place a ride in this location.

LAYING A LINE

As soon as the ride is placed, line-laying mode is automatically activated. Laying a line is much like building path.

1. Drag out the line blueprint by pressing the D-Button. Each time you want the line to change direction, choose PLACE and then drag the blueprint in a new direction.

2. To complete a line, drag the end of the blueprint over a square of path. The Link icon appears. Remember to join your line to the paths so the kids can wait in line for the ride.

3. Now, choose PLACE to connect the line to the rest of your paths. The camera automatically rotates to show the ride exit. (➤ *Laying an Exit* below.)

If you have laid down a line in the wrong place and would like to delete it, stay in line-laying mode and choose UNDO. Continue to choose UNDO to remove multiple sections.

EDITING LINES

If a ride is more popular than you expected, you might want to edit the line.

TO EDIT A LINE:

1. Use the D-Button to highlight the body of the ride, when the bouncing box appears and choose SELECT.
2. Highlight EDIT LINE and choose SELECT. Now, use the UNDO and PLACE buttons to change the line.

LAYING AN EXIT

Finally, you have to create an exit for the visitors to get off the ride and back onto the paths of your park.

- Drag out the path until it is connected to your park's other paths.
- If you exit Path mode before you've laid the exit, choose PATH to enter Path mode and make an exit path that way.

NOTE: Your visitors will get very upset if they cannot leave the rides. Always ensure you've created an exit route.

THE RIDE POP-UP

The best Theme Park managers check the status of rides, shops and features regularly to ensure that they all stay in good running order.

OPENING A POP-UP – THE BOUNCING ITEM HIGHLIGHT

INFO pop-ups give you information on the items in your park and allow you to make adjustments that will help you achieve your goals.

1. Press the D-Button to get the item in the center of your park view. Once the item is centered, a bouncing highlight box appears.
2. Choose INFO and the pop-up opens.

Press the D-Button ↕ to toggle between ride settings

Ride name

Status bars for EXCITEMENT, RELIABILITY, State of REPAIR, and overall ride LIFE

Press the D-Button ↔ to change ride settings

Highlight and press ✖ to view upgrades. (➤ *Upgrades and Add-Ons* on p.14.)

Choose SELECT to view options for the item. These vary depending on the item selected. Some of the options include: DELETE ITEM, EDIT LINE and EDIT TRACK.

NOTE: All shop, sideshow and feature pop-ups differ slightly but are accessed in the same way.

♦ If you do delete an item, remember, you'll only get half its value for scrap.

HIRING STAFF

A successful Theme Park needs Janitors, Mechanics, Entertainers, Guards and Researchers to remain in good running order. However, don't employ too many or you may go bankrupt!

CHOOSING A MEMBER OF STAFF

1. Choose HIRE to open the Staff Type menu.
2. Press the D-Button ↕ to highlight the Staff Type you want to hire, then choose SELECT.

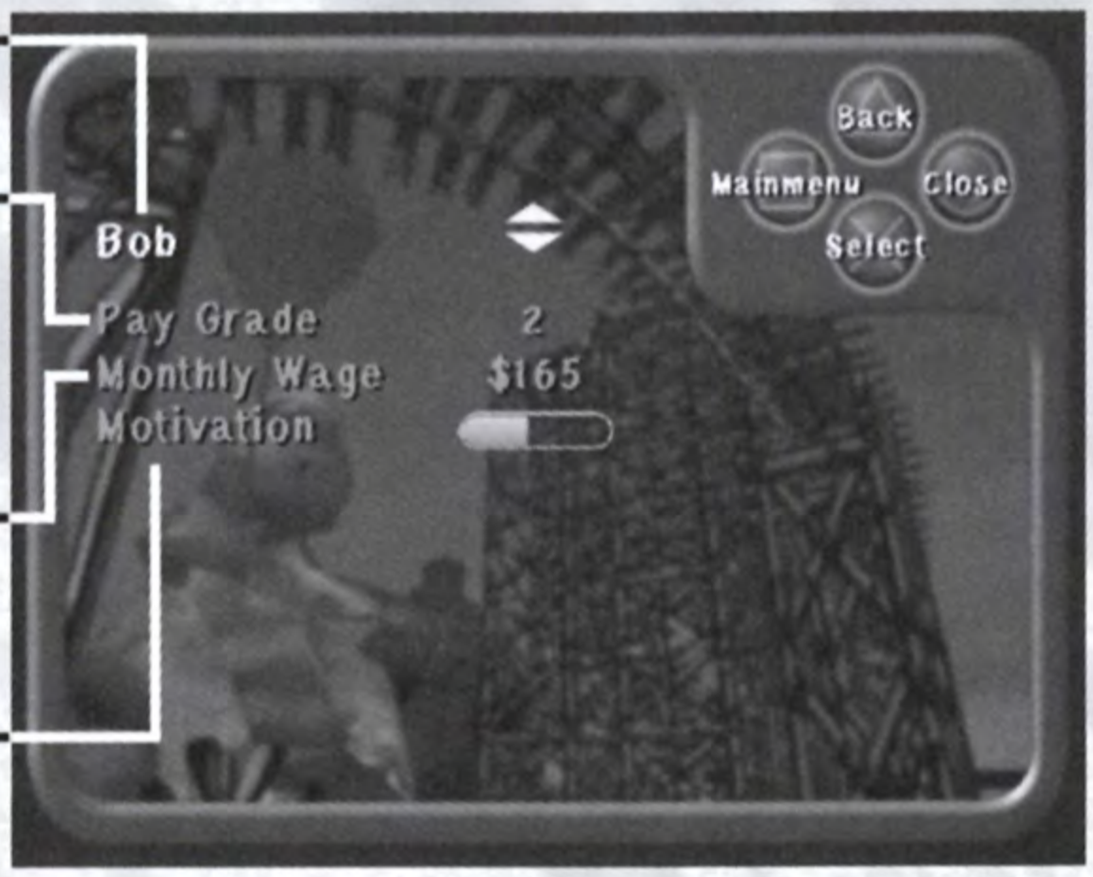
NOTE: Now that you've designed a few rides, you should hire a Mechanic to look after them.

Individuals name

Pay Grade – Level 1 – 5. To raise a staff member's pay grade you must train them. Training improves the individual's on-the-job performance but costs you cash

Monthly wage – The more you pay the better the member of staff – well, sometimes

Motivation – The longer the bar, the better the individual performs



3. Press the D-Button ↕ to toggle through the available candidates.
4. When you're happy with your choice, choose SELECT and you return to the park view. Now you must place the staff member.

PLACING A MEMBER OF STAFF

1. Move the new hire to a location in your Park (i.e. path or empty land) using the D-Button.
2. Choose PLACE. The new hire begins looking around for jobs to do.

NOTE: For more information on staff, their duties, setting patrol areas and priorities (➤ *Staff Types* on p. 19).

OPENING THE PARK

If you haven't already done it, it's time to let the paying customers in. They're clamoring at the turnstiles and if you don't open up soon they'll be off to your nearest competitor.

1. To open the park, highlight the park's gates.
2. Now, choose SELECT. The Open Park pop-up appears.
3. Choose SELECT again and your Park is open for business.

♦ Alternatively, choose LAPTOP then choose OPEN PARK.

SHOPS, SIDESHOWS AND FEATURES

Shops, features and sideshows are essential additions to any theme park and are chosen and placed in the same way as rides.

♦ Choose BUILD and then press the D-Button ↕ to highlight the desired item category.

♦ For more information on placing items (➤ *Building a Basic Ride* on p. 9).

SHOPS

Shops provide your customers with food, drinks and gifts. You can adjust variables to improve your profits and your customers' satisfaction.

♦ You don't need to create lines or exits for shops or sideshows, just make sure that they join a path.

♦ To open a Shop pop-up, highlight a shop and choose INFO. Alternatively, choose SHOP INFORMATION from the Laptop Information menu. Without shops, this option is not available.

♦ To toggle between adjustable settings, press the D-Button ↕.

NOTE: A good spread of shops ensures visitors can replenish their energy reserves. They'll stay longer in your park if they can re-fuel.

■ If a shop is performing poorly, try adjusting cost and quality or deleting it and building another in a different location.

SIDESHOWS

Sideshows are games where kids can win prizes and, in the true traditions of showmanship, you can cheat your visitors by lowering their chances of winning! Be careful though, because they may not enjoy being conned!

♦ To set the PRIZE COST, the WINNING CHANCE and the GAME PRICE for a game, simply highlight the sideshow and choose INFO.

♦ Some sideshows and rides can be played in Camcorder mode (➤p. 23). Press **R2** to enter Camcorder mode, then walk to the front of the sideshow. If a PLAY option appears in the control summary, you can play the sub game!

■ Watch the thought bubbles of customers who visit your sideshows and shops for their reaction to your changes. (➤ *Visitors and their Moods* on p. 22.)

FEATURES

Features are the icing on the cake of theme park construction. From the latest in plant life to the finest in client relief systems, you can find them all under FEATURES in the BUILD menu.

♦ To Research new features, sideshows, rides and upgrades, hire a Researcher and set his priorities (➤ *Research* on p. 21).

BUILDING A TRACK RIDE

Track rides can only be built once you have hired a Researcher and set his Research priorities.

TO BUILD A TRACK RIDE

1. Lay the blueprint for the ride. (➤ *Building a Basic Ride* on p. 9.)

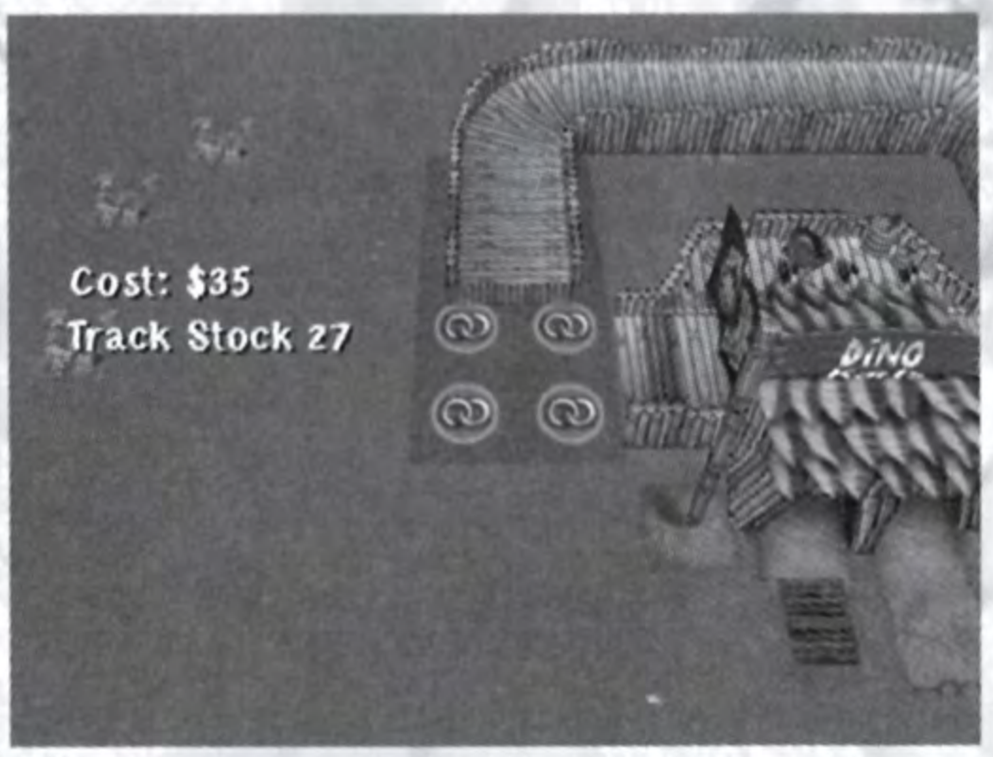
NOTE: The extra green arrows indicate the track start and finish, so remember to allow room for the track.

2. Once you have placed the base, the track blueprint appears. Track is laid in the same way as path. (➤ *Laying A Path* on p. 8.)

NOTE: There is a limit to the amount of track you have in stock for both track rides and roller coaster/log flume rides. Make sure you have enough TRACK STOCK to complete the whole circuit (this is displayed in the top left-hand corner, while placing track).

3. To finish the track, ensure that you join the end of the track to the other side of the base.

The link icons appear when you can complete the track



4. Place the line and exit. (➤ *Laying a Line on p. 9* and *Laying an Exit on p. 10.*)

■ Go-kart tracks and water rides require a lot of room. Plan the placement of these rides carefully.

Undo UNDOING TRACK

If you have just laid down some track by accident, choose UNDO to cancel the last command.

Undo All To remove all of the track you have just laid choose UNDO ALL.

UPGRADES AND ADD-ONS

Upgrades are technical improvements, which make rides more reliable and more exciting for your visitors and increase their reliability. Add-ons are special pieces of track, which will single out your rides from those of other theme parks.

To gain UPGRADES and ADD ONS, you must first research them in the RESEARCH Pop-up. So hire a Researcher as soon as you can.

INCLUDING A TRACK RIDE ADD-ON

1. Highlight the body of the ride with the bouncing highlight box then choose INFO.
2. Press the D-Button ↕ to highlight ADD ONS and press ✖. D-Button ↕ to view other add-ons (if researched) then choose SELECT to choose the add-on.
3. Move the blueprint to the point on the track where you wish to add it. When you are happy with its position, choose SELECT and the add-on is installed.

NOTE: The blueprint turns blue when you are able to place the track add-on.

THE LAPTOP

The Laptop is where you access all of the information you need to run your theme park effectively and meet your goals! You can view visitor moods, check up on your finances, and even save your park to a MEMORY CARD (PS2).

NOTE: As your park increases in size and scope, more Options in your Laptop Main menu become selectable. For example, if you haven't hired a Researcher, the RESEARCH option in the Laptop Main menu will be grayed out until you hire one.

LAPTOP OPTIONS

INFORMATION	View information about your rides, shops, sideshows, bathrooms and staff.
BUILD AND HIRE	An alternative way to hire STAFF and build ITEMS (i.e. rides, shops and features).
RESEARCH	Choose new research areas such as new rides, shops and features and research upgrades for existing items.
PARK STATISTICS	View VISITOR INFORMATION (you can change Ticket Price here), STATISTICS, PARK FINANCE, and AWARDS won.
FINANCIAL INFORMATION	Check your BALANCE SHEET, OVERALL STATISTICS, FINANCE, STATISTICS, take out a NEW LOAN, or view EXISTING LOANS.
GAME OPTIONS MENU	This menu includes two additional Options over the Main Options Menu.
SAVE GAME	Save your Park to a MEMORY CARD (PS2). (➤ *Saving and Loading* on p. 23.)
VIBRATION **ON**/OFF	Highlight and choose SELECT to toggle vibration function **ON**/OFF.
QUIT GAME	Quit the game and return to the Main menu.
CLOSE PARK	Return to the Map Screen.

♦ Press the D-Button ↕ to highlight different options. Choose SELECT to open selected option pop-up.

NOTE: Selecting QUIT GAME will cause you to lose any unsaved game information.

PLAYING THE GAME

Now that the gates have opened you must make sure that your park operates as smoothly as possible. Keep your customers happy, try to avoid an employee strike, and soon you'll earn enough Gold Tickets to start making improvements.

WINNING GOLD TICKETS

Gold Tickets are the currency of the game. These much-prized tokens are awarded when you meet your goals and allow you to explore other islands in the Map Screen.

AWARDS

In the course of your quest for theme park glory, you must complete a secret set of goals, which will earn your park awards of excellence. These awards will increase the reputation of your park and help you earn Gold Tickets!

♦ To view your AWARDS, choose PARK STATISTICS and then select AWARDS in the LAPTOP Main menu.

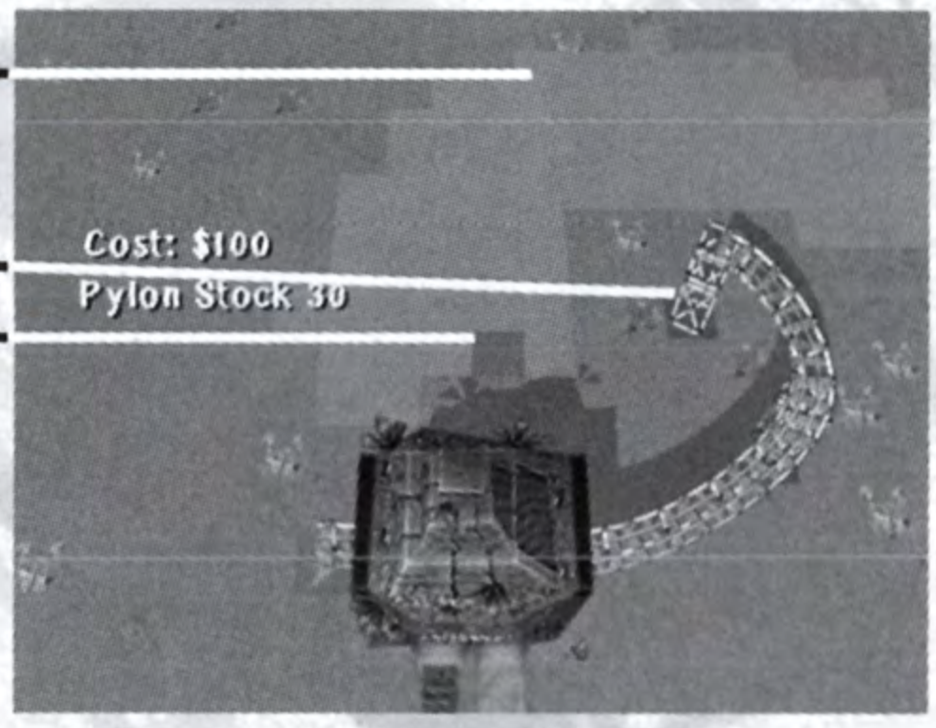
BUILDING A ROLLER COASTER OR LOG FLUME

The highlight of any theme park visit is a gravity-defying roller coaster or log flume. If research allows, you can now construct one of these A-list attractions. When you do the kids are sure to flock from miles around!

NOTE: To build a roller coaster or log flume, you may first be required to complete some research. (➤ *Research* on p. 21.)

PLANNING THE RIDE LAYOUT

1. Place the ride, taking account of both entrances and exits. Leave room for the track circuit that you're going to lay.
2. Now, press the D-button to move the pylon blueprint until the pylon square is over the dark shaded area of the land (a valid placement is gray). Choose PLACE when you're happy with the pylon location within the shaded area and the pylon is built on that tile.



3. Continue placing pylons in a circuit. Ensure that the last pylon blueprint is placed on the Green Arrow pointing to the ride finish.

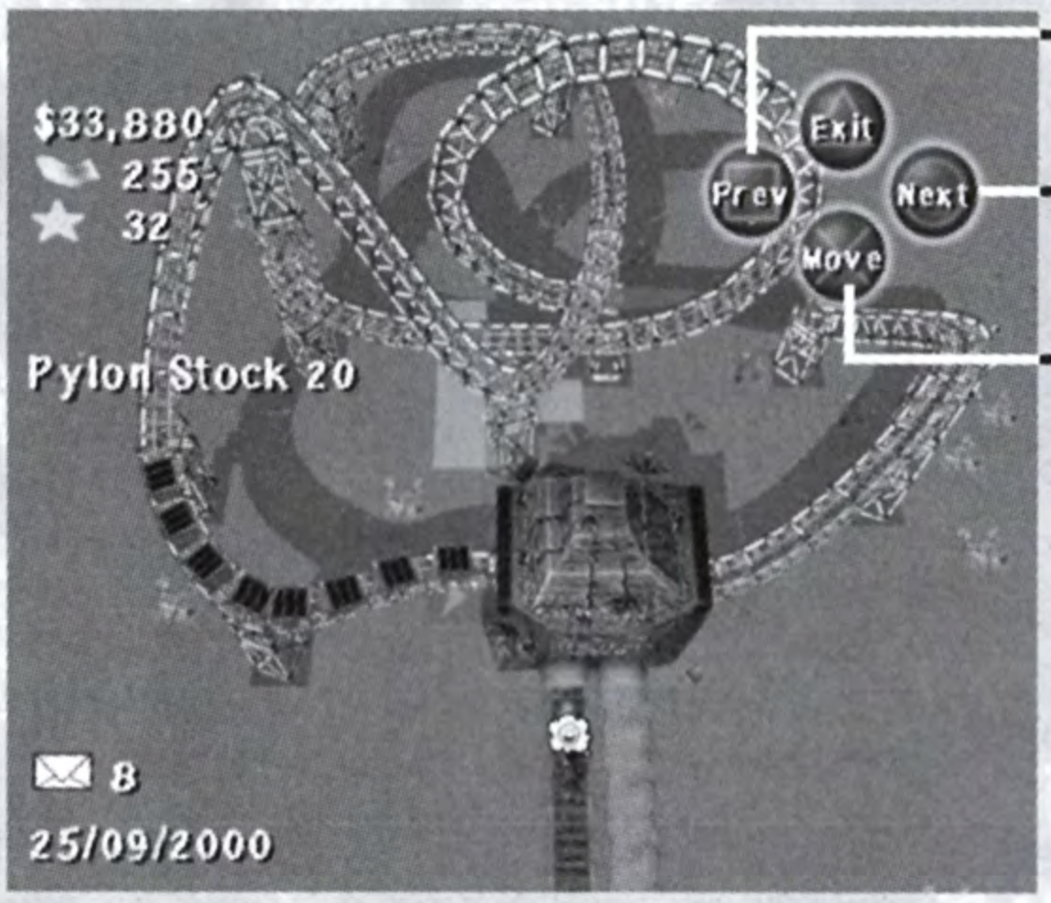
■ Try building a basic track and then edit it later to add extra thrills and spills.

♦ Choose PLACE to build pylons.

♦ Choose UNDO to cancel the last section of track.

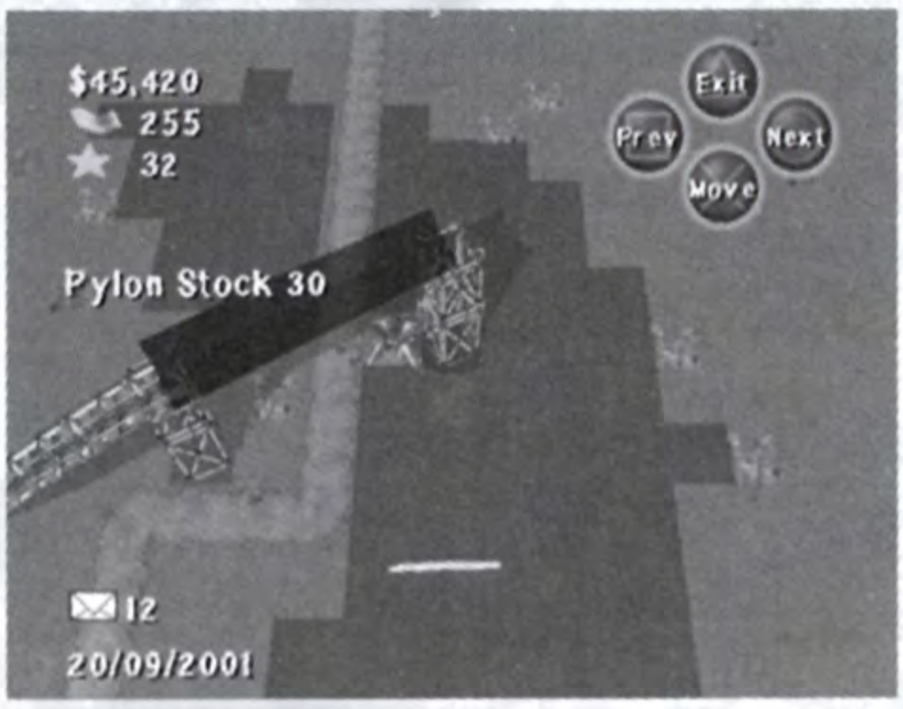
TUNING THE ROLLER COASTER

Once you have connected the last of the pylons to the ride finish, you must tune and tailor your roller coaster. Add steeps and drops to your log flume or roller coaster to make visitors scream their lungs out!



■ Use Camcorder mode (press **R2**) to experience the feel of your rides through the DUALSHOCK 2 analog controller. It'll give you a good indication of whether this is the ride of the millennium or a real lame duck!

AVOIDING COLLISIONS



Sometimes when laying a track the blueprint turns red. This indicates you cannot place the track and pylon here. Try placing the track in another location. If you want to run track above another ride you must edit the track after you've placed it. The ride will only open to the public once there are no red sections.

THE ROLLER COASTER STAT SCREEN

The Roller Coaster Stat screen gives you a run down of your new roller coaster's vital statistics. In addition to information about ride length, g-force and heights, it also provides a definite idea of how radical your roller coaster is.

If the feedback you get from the Stat Screen is not to your liking, you can tune the coaster or even re-plan and re-position the whole layout of the ride.

- Choose BACK to continue editing the track.
- You should aim to win an award for building the Ultimate roller coaster. Who knows what wonders lie in store if you succeed!

STAFF

As your park grows, you should hire more staff to keep it clean, safe and above all, fun! If you don't hire staff your Park may become dirty, dangerous, and really rather second-rate.

MANAGING YOUR STAFF

In the Staff Info section of the Laptop, you can check up on your staff, manage them, and even put them on a Training course!

- To access the Staff Information screen, choose LAPTOP then highlight and choose INFORMATION and then STAFF INFORMATION.
- To choose Staff Type, press the D-Button ↕ then choose DATA. The Single Staff Pop-up appears.
- To set a member of staff's patrol area (➤ *Setting A Patrol Area* on p. 20).

STAFF TYPES

Here's a short description of the staff types and their duties:

MECHANICS:

Mechanics repair and upgrade rides. You must hire Mechanics so they can fix your rides when they break down and upgrade rides once the professors have researched the upgrade.

JANITORS:

Janitors pick up litter and clean the bathrooms. There's nothing worse than a filthy theme park. So, well placed Janitors will certainly help keep your park tidy and (relatively) stink-bomb-free!

- Place a janitor and set his patrol area (➤ *Setting a Patrol Area* on p. 20). If you build a staff room near his patrol area, he can tidy up the filth, and rest himself adequately without leaving the area unattended for too long.

ENTERTAINERS:

Entertainers cheer up kids with their madcap antics! If you place these clowns near your long lines even standing in line can be fun for your lucky visitors!

GUARDS:

Guards are there to keep things under control – theoretically.

- The careful placement of security cameras will go a long way to helping your guards reduce the chaos of overexcited kids!

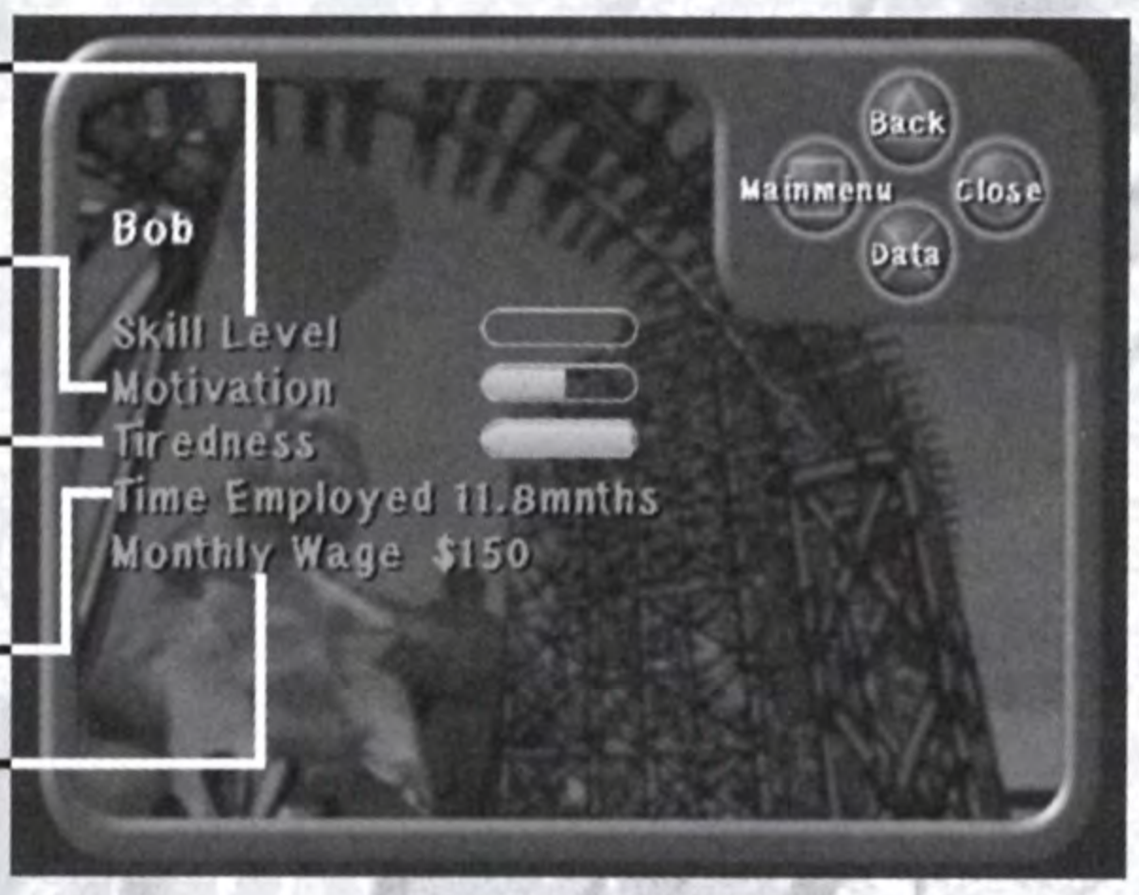
RESEARCHERS:

Researchers are the fun professors! They investigate and discover new features, rides, and upgrades for you to build in your park.
(➤ *Research* on p.21.)

NOTE: Remember, your staff require payment every month so don't employ more than you can afford.

SINGLE STAFF POP-UP

You can get a thorough overview of your Staff's status, and access a number of options allowing you to set their area of responsibility (patrol area) or even sack them! (➤ *Setting a Patrol Area* below.)



Data Choose DATA to view the following staff management options.

SET PATROL AREA	See Setting a Patrol Area below.
FIRE	Choose to rid yourself of this member of staff.
TRAINING	Increase your staff's skill levels and improve their performance. On the downside, it costs you money to raise employee wages.
ZOOM TO	Choose to center the park view on the selected staff member.

SETTING A PATROL AREA

Making sure your staff works smart is a key to *Theme Park Roller Coaster* success. Ensure that your whole park is evenly covered with staff by setting each individual's Patrol Areas!

1. Choose INFORMATION, then the STAFF INFORMATION options from the Laptop menu. Now, choose the worker type whose patrol area you want to set.
2. D-Button ↕ to toggle through the employees and choose SELECT to view an individual's options.
3. Now, highlight SET PATROL AREA and choose SELECT.
4. Return to the park view and a tile is blueprinted.

Limit of Patrol Area

5. Choose SELECT to fix the corner of the Patrol Area. Now use the directional button to drag out a box to create the area. Choose SELECT again and watch your employee go to work.

■ Make sure each member of your staff has a break room near-by their patrol area.

RESEARCH

A winning theme park always keeps one step ahead of the competition with the latest and most exciting rides. You won't be able to build new or exciting rides unless you've spent money on research. Well, what are you waiting for? Hire a Researcher!

♦ Set your Researcher's priorities in the RESEARCH section of the Laptop.

NOTE: The success of your park is directly related to the number of Researchers you employ and their skill level. Hire more Researchers (or train your current Researchers) and the speed of discovery increases!

THE RESEARCH POP-UP

Press the D-Button ↕ to highlight Research areas

Research progress bars

Choose NEW then press the D-Button ↕ to cycle through Attractions to be researched. Choose SELECT to confirm Research item

VISITORS AND THEIR MOODS

The thought bubbles you can see above your visitors' heads give a handy visual indication of your progress. Each bubble icon expresses a Mood, so you can quickly and easily gauge the success or failure of your park.

- To see general trends in visitor moods, choose PARK STATISTICS in the Laptop Main menu then choose VISITOR INFORMATION.

These visitors are doing OK. Not great, but not bad either.

These visitors are happy and having a fine time.

Your park rules! These kids are having a great time.

These kids aren't having a good time. You'd better find out why.

These visitors are confused. Help them out.

These people are bored. Give them something to do.

Uh-oh, these folks are angry. You'd better cheer them up, or they'll leave your park.

These kids are sick. Are the rides too wild? Have you neglected the bathrooms?

These kids like your prices. Good going!

These kids think your prices stink.

This one's hungry. Where are the food shops?

Thirsty visitors need drink shops.

Group some shops together so these visitors can eat and drink!

What's the hold up? These visitors are sick of waiting!

Your bathrooms are filthy and/or your park is full of litter. These visitors are disgusted.

This visitor needs a restroom.

NOTE: If people are very happy in an area of the park, raise prices there. Visitors pay a little more at the shops that make them happy.

CAMCORDER MODE

Want to explore your theme park at ground level as if you were actually there? It's not a problem in Camcorder Mode! Ride the rides, try your hand at the sideshows, and explore the park. You're sure to discover some fantastic surprises along the way.

♦ To explore the park in Camcorder mode, press **R2**.

GETTING AROUND IN CAMCORDER MODE

Move Forward/Back	D-Button ↕ / left analog stick ↕
Turn Left/Right	D-Button ↔ / left analog stick ↔
Look Up/Down	right analog stick ↕

♦ To ride a ride, walk up to the ride entrance then choose RIDE.

To exit Camcorder mode, choose EXIT or press **R2**.

NOTE: Only certain rides are accessible in Camcorder mode. Stand in front of the entrance to the ride, if the RIDE option appears in the Context Sensitive Control summary, climb aboard! Other items may give other options, so keep your eyes peeled!

SAVING AND LOADING

You can save your *Theme Park Roller Coaster* progress and settings upon completion of any park. If you exit the game mode without saving, you lose all progress made during that game play session.

NOTE: Never insert or remove a MEMORY CARD (PS2) when loading or saving files.

■ You may save up to five games on one MEMORY CARD (PS2).

To save a *Theme Park Roller Coaster* game during gameplay:

1. From the LAPTOP MENU, highlight GAME OPTIONS then choose SELECT.

2. Next, highlight SAVE GAME and choose SELECT.

3. Now, highlight either MEMORY CARD slot 1 or MEMORY CARD slot 2 and choose OK.

4. Highlight one of the open save slots and choose OK.

■ Unused saved slots will be named NEW SAVED GAME.

5. You must name the save before the save can be completed. If you select a previously used saved slot, you will be prompted to overwrite the save before the save process completes.

NOTE: If you are low on free space on your MEMORY CARD (PS2), you may see that some save slots are "in Use." Slots marked in this fashion cannot be used to save *Theme Park Roller Coaster* data.

To load a saved *Theme Park Roller Coaster* game:

1. From the Main menu, choose the LOAD GAME option. The Load Park screen appears.
2. From here, you can now load any ***Theme Park Roller Coaster*** saved games from either MEMORY CARD slot.
3. Highlight either MEMORY CARD slot 1 or MEMORY CARD slot 2 and choose OK, then press the D-Button to highlight the save game and choose SELECT. Wait, while the game loads.

NOTE: Never insert or remove a MEMORY CARD (PS2) when loading or saving files

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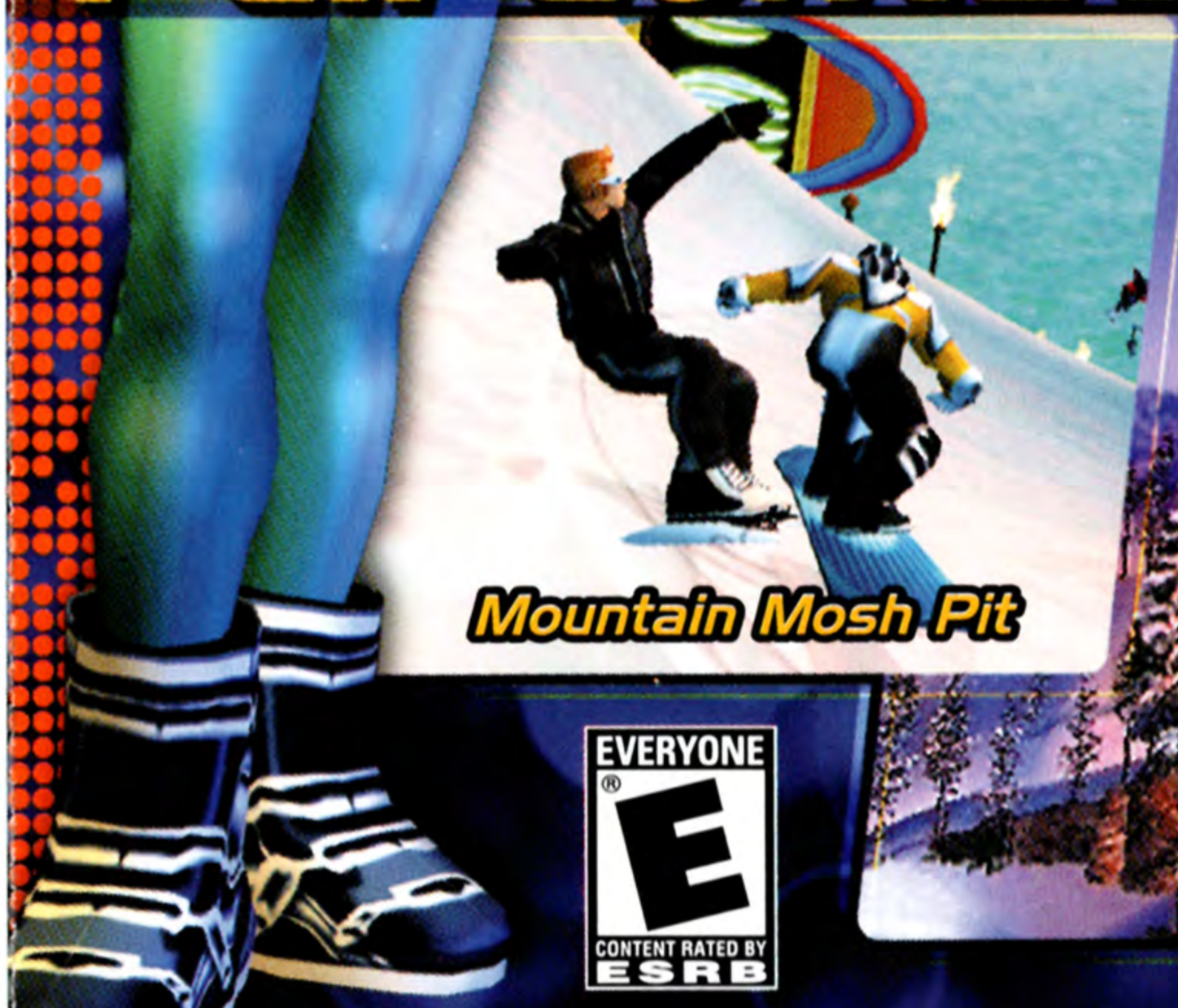

Mountain Mosh Pit

Big Points for Insane Tricks

EVERYONE

E

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